

# In Hand Ranch Fundamentals Class: \_\_\_\_\_



**One (1) point penalty:** Each hit, bite or stepping on a log, pole, cone or obstacle. Incorrect or break of gait at walk or jog for two (2) strides or less.  
**Three (3) points penalty:** Incorrect or break of gait at walk or jog for more than two (2) strides. Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail. Stepping outside the confines of, falling or jumping off or out of an obstacle with one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with one (1) foot.  
**Five (5) points penalty:** Dropping slicker or object required to be carried on course. First or second cumulative refusal, balk, or evading an obstacle by shying or backing. Letting go of gate or dropping rope gate. Use of either hand to instill fear or praise. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with more than one (1) foot. Blatant disobedience (including kicking out, bucking, rearing, striking or continuously circling the exhibitor).  
**Zero (0) total score for course (disqualification).** Performing the obstacles other than in specified order. No attempt to perform an obstacle. Equipment failure that delays completion of pattern. Excessively or repeatedly touching the animal. Failure to enter, exit or work obstacle in any manner other than described, including over-turns of more than one quarter (1/4) turn. Failure to follow the correct line of travel between obstacles. Working outside designated boundary marker of the arena or course area. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course. Failure to demonstrate correct gait between obstacles as designated. Mule or donkey gets loose from exhibitor. Leading on the wrong side of the mule or donkey.

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/handler team is scored between 1-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
<b>Tie-Breaker</b>														
<b>Maneuver Description</b>														
	PENALTY													
	CONTENT													
	PENALTY													
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Judge's Name (Printed) \_\_\_\_\_

Judge's Signature \_\_\_\_\_